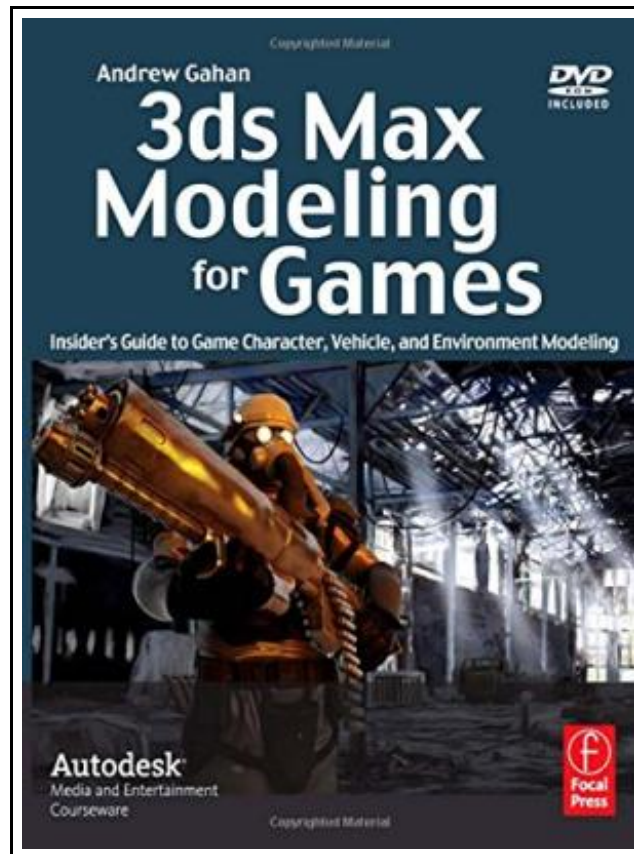


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Focal Press, 2008. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Max Modeling for Games Brief Outline - This book is an essential guide for the 3D artist using Max who wants to grow into developing 3D content for computer games and simulations. - Preface - About the author - Why this book was written - How this book is organised - A short introduction to the guest writers included in the book, who they are, and what they have created. - Chapter 1 - Low poly Asset (30 min tutorial) \*Introduction to modelling \*Setting up 3ds Max \*Creating a cardboard box using primitive objects \*3ds Max Shortcuts \*Texture mapping your box (UV mapping)\*Common problems \*Rendering your model \*Creating a portfolio image \*Moving on to Chapter 2 - Chapter 2 - Low poly Asset 2 (1 hour tutorial)\*Creating primitive objects \*Slice, Extrusion and Scale \*Creating simple textures in Photoshop from photos \*Applying textures to the model (UV mapping) \*Common problems \*Rendering your model \*Creating a portfolio image \*Moving on to Chapter 3 - Chapter 3 - Low poly Asset 3 (2 hour tutorial)\*Creating primitive objects \*New tools \*Creating textures in Photoshop from photos \*Applying textures to the model (UV mapping) \*Common problems \*Rendering your model \*Creating a portfolio image \*Moving on to Chapter 4 - Chapter 4 - Creating Complex Texture Maps from Photographs \*Basic equipment \*Taking your own photos \*Photoshop \*Layers \*Crop, Transform, Scale, Rotate, Skew, Distort and Perspective \*Making tillable textures \*Healing brush, clone stamp and eraser \*Levels and Curves \*Brightness/Contrast \*Hue/Saturation \*Common problems \*Rendering your texture \*Creating a portfolio image \*Moving on to Chapter 5 - Chapter 5 - Low poly in-game vehicle \*Blueprints/sketch \*Image planes \*Bonnet \*Body \*Doors \*Roof \*Details \*Wheel arches \*Windows \*Wheels \*Textures & UV's \*Common problems \*Rendering...



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